

WHAT IS CLAIMED IS:

- 1 ^{sub} 1. A method of providing programming to a portable wireless
2 music player having a memory and being operative to transmit and receive information
3 over a wireless link to a wireless service network, the wireless service network being
4 in communication with a music service provider wherein the music service provider
5 allows connections from remote clients, the method comprising:
6 connecting to the music service provider from a remote client;
7 defining a play list at the music service provider through user interaction
8 at the remote client;
9 connecting to the music service provider with the player over the
10 wireless service network;
11 downloading music to the player from the music service provider in
12 accordance with the previously defined play list; and
13 playing the music at the player.
- 1 2. The method of claim 1 wherein the music service provider is
2 connected to the Internet, and wherein connecting to the music service provider from
3 the remote client further comprises connecting over the Internet.
- 1 3. The method of claim 1 wherein the wireless service network
2 includes a packet network.
- 1 4. The method of claim 1 wherein the wireless service network
2 includes a virtual local area network.
- 1 5. The method of claim 1 wherein the wireless service network
2 includes a last leg, and wherein the last leg is in accordance with Internet protocol.
- 1 6. The method of claim 5 wherein the last leg is in accordance with
2 dynamic host configuration protocol.

1 7. The method of claim 6 wherein the connection between the
2 music service provider and the player, including a portion of the connection over the
3 last leg includes a quality of service rating.

1 8. The method of claim 7 wherein the wireless service network is
2 for providing a plurality of services in addition to connections to the music service
3 provider, wherein the plurality of services have different quality of service ratings.

1 9. A method of providing programming to a portable wireless
2 player having a memory and being operative to transmit and receive information over
3 a wireless link to a wireless service network, the wireless service network being in
4 communication with a service provider wherein the service provider allows
5 connections from remote clients, the method comprising:
6 connecting to the service provider from a remote client;
7 defining a play list at the service provider through user interaction at the
8 remote client;
9 connecting to the service provider with the player over the wireless
10 service network, the connection between the service provider and the player including
11 a quality of service rating wherein the wireless service network provides a plurality of
12 services in addition to connections to the service provider, and wherein the plurality
13 of services have different quality of service ratings;
14 downloading programming to the player from the service provider in
15 accordance with the previously defined play list; and
16 playing the programming at the player.

1 10. The method of claim 9 wherein the service provider is connected
2 to the Internet, and wherein connecting to the service provider from the remote client
3 further comprises connecting over the Internet.

1 11. The method of claim 9 wherein the wireless service network
2 includes a packet network.

1 12. The method of claim 9 wherein the wireless service network
2 includes a virtual local area network.

1 13. The method of claim 9 wherein the wireless service network
2 includes a last leg, and wherein the last leg is in accordance with Internet protocol.

1 14. The method of claim 13 wherein the last leg is in accordance
2 with dynamic host configuration protocol.

1 15. A portable wireless player for use in playing programming
2 received over a wireless link to a wireless service network, the wireless service
3 network being in communication with a service provider that allows connections from
4 remote clients wherein a remote client connects to the service provider and defines a
5 play list at the service provider through user interaction at the remote client, the
6 portable wireless player comprising:

7 a housing:

8 a processor disposed in the housing;

9 a memory disposed in the housing;

10 a transmitter for transmitting information over the wireless service
11 network;

12 a receiver for receiving information over the wireless service network;

13 and

14 instructions in the memory that direct the processor to connect to the
15 service provider over the wireless service network, to download programming to the
16 player in accordance with the previously defined play list, and to play the
17 programming.

1 16. The player of claim 15 wherein the wireless service network
2 includes a last leg in accordance with Internet protocol, and wherein the instructions
3 further comprise

4 instructions in the memory for connecting to the wireless service
5 network in accordance with Internet protocol.

1 17. The player of claim 16 wherein the instructions further
2 comprise:

3 instructions in the memory for connecting to the wireless service
4 network in accordance with dynamic host configuration protocol.

1 18. The player of claim 17 wherein the connection between the
2 music service provider and the player, including a portion of the connection over the
3 last leg includes a quality of service rating.

1 19. The player of claim 18 wherein the wireless service network is
2 for providing a plurality of services in addition to connections to the music service
3 provider, wherein the plurality of services have different quality of service ratings.

1 20. A portable wireless music player for use in playing music
2 received over a wireless link to a wireless service network, the wireless service
3 network being in communication with a music service provider that allows connections
4 from remote clients wherein a remote client connects to the music service provider and
5 defines a play list at the music service provider through user interaction at the remote
6 client, the portable wireless player comprising:

7 a housing:

8 a processor disposed in the housing;

9 a memory disposed in the housing;

10 a transmitter for transmitting information over the wireless service
11 network;

12 a receiver for receiving information over the wireless service network;

13 instructions in the memory that direct the processor to connect to the
14 music service provider over the wireless service network, to download music to the
15 player in accordance with the previously defined play list, and to play the music;

16 a display for displaying the play list; and

17 a plurality of control buttons for selecting music to play from the play
18 list on the display.